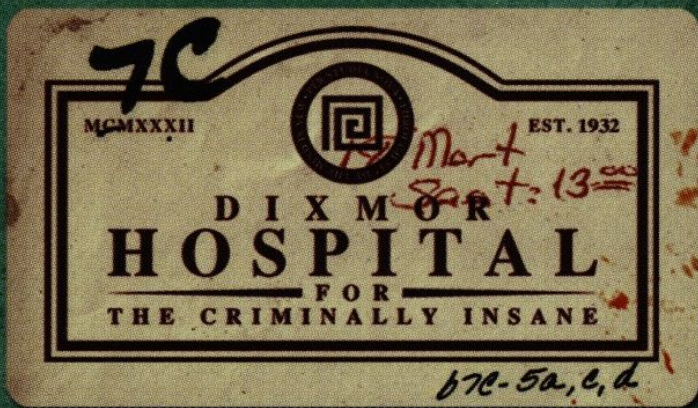




NOTE PLEASE:

- 1. Nat rw
- 2. Don —
- 3. Bud —
- 4. —



CONFIDENTIAL

Head injury
↓

Psychological shock
↓

Psychological stress
↓

Mild abnormality in
neurotransmitter chemical control
↓

Post-traumatic stress
↓

Post-traumatic stress
↓

Post-traumatic stress
↓



received by
Oct 11 2001 / 10/11/01

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. **IMMEDIATELY DISCONTINUE** use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

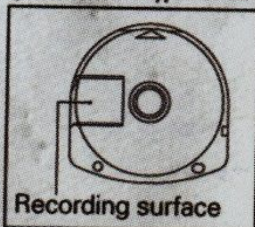
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.





DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Esr. 1932

Internal Memo

High Security Ward

URGENT

From: Dr. Whyte

To: Dr. Pickman

Re: Danny Lamb and Leo Kasper

Enclosed are Danny Lamb and Leo Kasper's ID bracelets found discarded after last night's incident. This is the only potentially damaging evidence we have found so far. I trust every possible precaution will be taken to ensure that any records relating to these patients are destroyed.

We are all too aware that both subjects pose a highly serious threat to society, let alone the very existence of 'The Project'. Both patients suffer severe psychotic episodes characterized by intense paranoia, involuntary psychotic reactions, delusional hallucinations and acute schizophrenic disorders.

I know I don't need to mention the severity of the consequences for us and 'The Project' if these patients have escaped.

We HAVE to track them down.

Dr. Whyte

Getting Started - 2
Starting Up - 3
→ Patient Files:
Daniel Lamb - 4
→ Patient Files:
Leo Kasper - 6
Classified - ~~8~~ 8
Clinical Records - 9

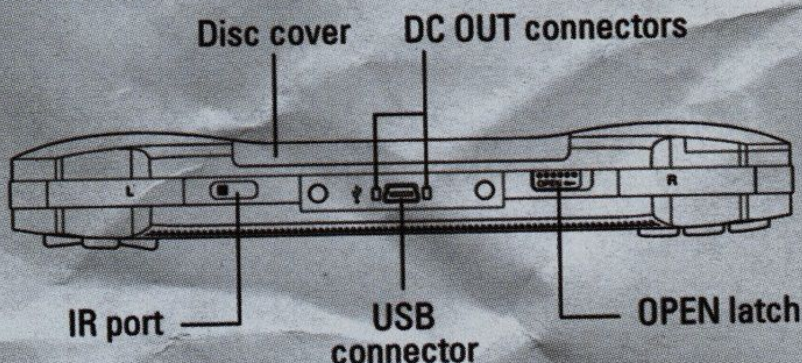
GETTING STARTED

Right side view

URGENT



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Manhunt 2* disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

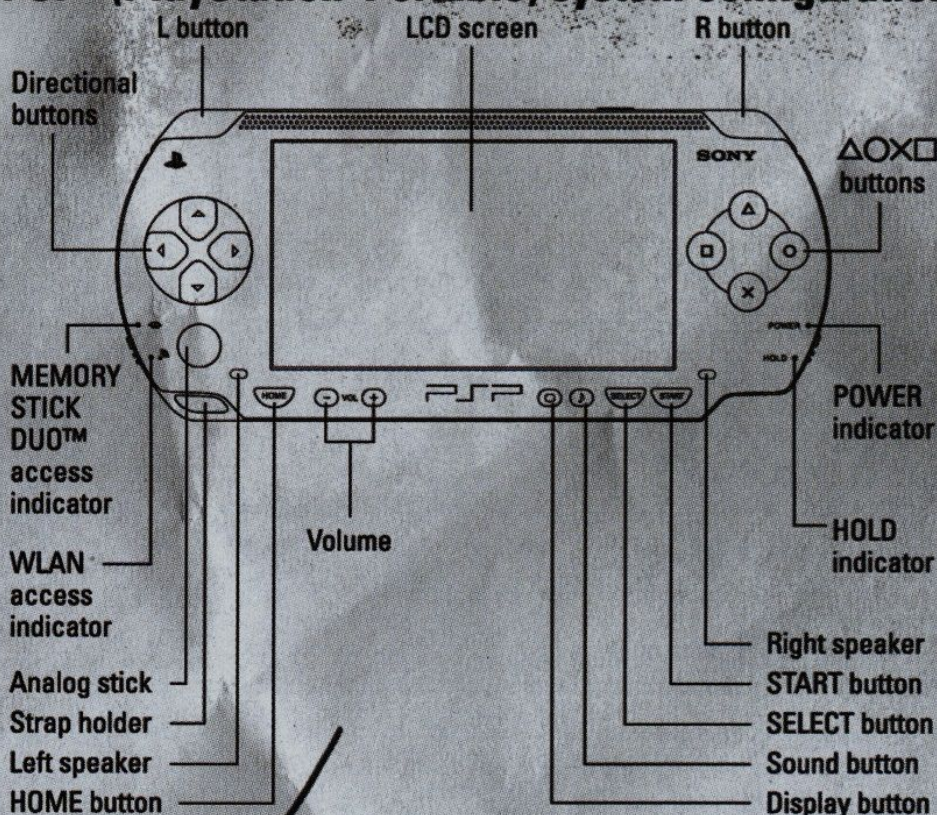
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



CONTROL MODE A

× button	Run
□ button	Execute/Attack (hold for heavy attack) /Shoot/Throw lure/Wall Tap
△ button	Block/Attach to wall or obstacle/Zoom in
○ button	Pick up body/Drop body/Use/Crawl/Climb/Zoom out
△ button + ○ button	Look back
analog stick	Move/Look in First Person view/Aim in free aim mode
L button	Strafe left
R button	Strafe right
L button + R button	Target Enemy/Aim lure/Use scope/Aim around corner
←	Peer left/Cycle target
→	Peer right/Cycle target
↑	First person view/Free aim (if gun equipped)
↓	Reload/Toggle flashlight on and off/Swap weapon
analog stick down + △ button	180 turn
SELECT button	Inventory – use in conjunction with directional buttons
START button	Pause/Options

CONTROL MODE B

× button	Run
□ button	Execute/Attack (hold for heavy attack) /Shoot/Throw lure/Wall Tap
△ button	Block/Attach to wall or obstacle/Zoom in
○ button	Pick up body/Drop body/Use/Crawl/Climb/Zoom out
analog stick	Move/Look in First Person view/Aim in free aim mode
L button	Target enemy/Free aim lure/Use scope/Aim round corner
R button	Strafe modifier
←	Peer left/Cycle target
→	Peer right/Cycle target
↑	First person view/Free aim (if gun equipped)
↓	Reload/Toggle flashlight on and off/Swap weapon
analog stick down + △ button	180 turn
SELECT button	Inventory – use in conjunction with directional buttons
START button	Pause/Options

△ button + ○ button .. Look back



Daniel Lamb
114 Bay View West
San Fierro, SA 94705
612-6736

OBJECTIVE

A mid-level research position in defensive biological weapons development.

SKILLS

Proficient in LC/MS, GC/MS, IR, NMR, LC-MNR, aptrotein purification, HPLC.

EMPLOYMENT HISTORY

1989-Present McKenzie Druchner, Inc.
Research Associate in Biotoxins Division
1986-1989 Green and Becker Pharmaceuticals, Inc.
Lab technician

EDUCATION

B.S., Biochemistry –
UNIVERSITY OF SAN FIERRO, SAN ANDREAS, 1985

RELATED COURSEWORK

Molecular Biology,
Virology, Neurology,
Cognitive development,





DIXMOR HOSPITAL FOR THE CRIMINALLY INSANE Est. 1932

Behavioural patterns suggesting suitability of experimental candidates

Observation Point 1 (Spanky's)

— The successful candidate must show a propensity for violence beyond that of an episodic dyscontrol or intermittent explosive disorder sufferer.

— A subject's choice of implement can give deep insight into their potential usefulness to The Project. A psychopathic personality is more likely to select weaponry that will lead to grievous trauma to the victim. A wide range of tools is made available to all potential subjects. Flag any subjects who choose the circular saw or the scythe for further monitoring.

— Does the subject make use of the ambient structures in the room? The types we are looking for seem to exhibit more imagination in the dispatch of their victims. The Dentist Chair Cell is ideal for this test - the potential for creative methods of termination are high in that room. ✓

— How does the subject's mental stage change over the course of the observation? Excitement at the opportunity we present them with seems common to all types, but the successful candidates will exhibit no sense of remorse after they have finished with their victim, and should even go so far as to show signs of anticipation and sustained excitement. Contrast this with unsuccessful subjects, who are likely to either express regret explicitly or seek some sort of information about the victim, which can be viewed as an implicit internalized expression of regret.

Memo

manhunt 2

PATENT: KASPER LEO
MALE DOB: 02/11/1925

PRE-100

CONSULTATION REPORT

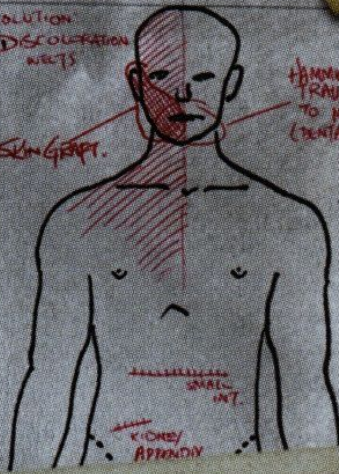
Consultation Only

Consultation & Follow-Up

SOLUTION
DISCOLORATION
WELLS

SKIN GRAFT

HAMMER TRAUMA
TO MOUTH
(DENTAL REGION)

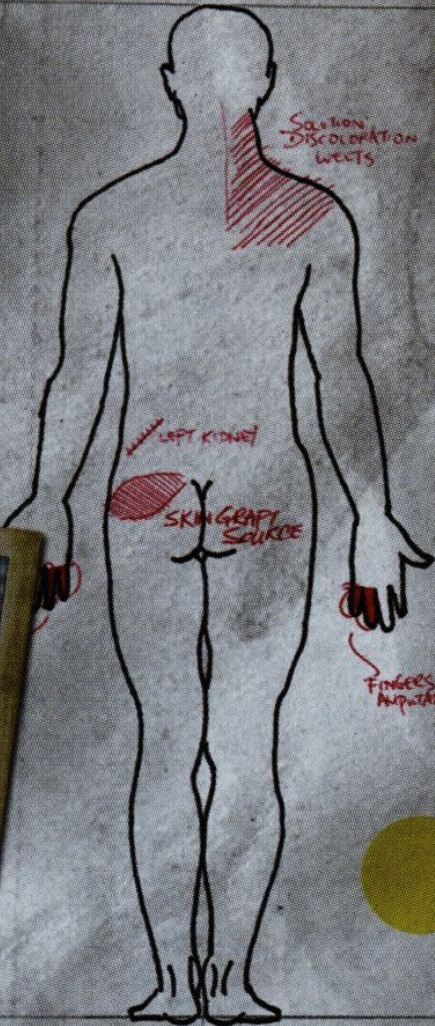


SOLUTION
DISCOLORATION
WELLS

LEFT KIDNEY

SKIN GRAFT
SOURCE

FINGERS
AMPUTATED



Leo Kasper

192 LBS.

REPORT OF CONSULTATION

Opinion and Recommendation:

Predator subjects with the test apparatus reported a 93% success rate in detecting the prey by the sound of his breathing. Predator subjects without test apparatus reported a 17% success rate at detection. Clearly, the prey subjects' breathing can be heard even without the apparatus to some extent.

From the action:

Significant difference between the 2 test groups were found - proceed with further testing of AS319. Suggested test would be to instruct the prey subject to hold his breath whenever one of the predator subjects is in close proximity (match the bottoms that appear on screen as an enemy appears into your safe zone. If he was successful at holding his breath, would the predators with test apparatus be able to hear his heartbeat?

re-written report

From: Dr. Whyte (Dixmor)
 Sent: Monday, May 14 6:56 PM
 To: Dr. Pickman (Dixmor)
 Subject: (no subject)

fix in Bergen

As per your request, an approximate schedule of events during the night of the Pickman Bridge malfunction test case #412567:

7:54pm Fisto Sugar Manufactory Depot
 - Blackwell Island

Dr. Michael Grant was set up as decoy in amt Island chosen for remoteness, and along route fishing trip with Grant and subject. Ambush co subject. Dr. Grant subsequently murdered by su

Subject escaped. Severe Project casualties.

9:32pm Maibatzu Plaza - City Center

Mr. Stanley Grex, the main source of funding for Pickman Bridge research, is assassinated in plain sight in middle of the plaza. Subject identified as assassin. Perimeter set up to allow no escape.

Subject escaped. More Project casualties.

10:58pm Storage Facility C

Subject infiltrates covert Project storage facility adjacent to Watkins Trainyard. Watchdogs dispatched to retrieve subject. All hard files and discs pertaining to history of subject and data on Pickman Bridge destroyed in arson.

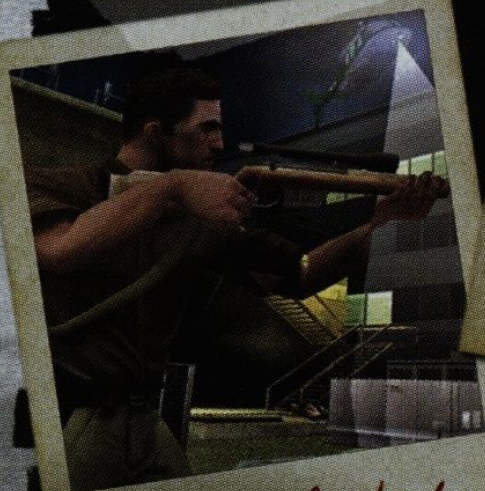
Subject escaped. Watchdog casualties.

12:51am - Wooddale Community Enclave

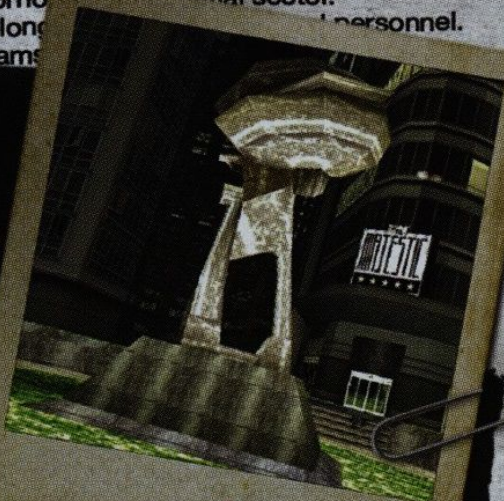
Subject tracked to suburban neighborhood. Confidential sector. Situation integrity compromised - no longer personnel. Local law enforcement and SWAT teams enters home of

I cannot stress enough the importance of the subject's rehabilitation. If you want to be sure of how this happened, he must be treated as a psychiatric patient, not dissected as a lab animal. We must take responsibility for what we have created

-W



sugar factory



plaza

BEGIN VIDEO ANNOTATION

FIELD TEST

Specific sexual acts were prepared for each subject depending on the information gathered in phase 1. Common sexual acts that scored highly across all subjects were identified with a view to creating a database for future use of these conditioning techniques on a larger scale, where live sex acts would be impractical.

The highest scoring were acts of bestiality where an animal takes an active role, pederasty involving a deformed older erastes and pre-pubescent eromenos, and coprophilia of any kind. These 3 acts caused the highest levels of self-loathing in the test subjects, with frequent mental breakdowns and emesis during the playback phases. It was noted that the repeat viewing of specific sexual acts that had caused emesis in playback occurred almost instantaneously in the majority of subjects.

Phase 3 - Correction

After the successful re-conditioning during phase 2, subjects had all exhibited significant progress. Solid associations had been made in all subjects between the onset of sexual arousal and inhibitory responses from the prefrontal lobes. The final stage of conditioning was to reinforce the inhibition when subjects were presented with images they would usually find sexually attractive. Conventional pornography was used initially, eventually leading to live contact with prostitutes. All test subjects exhibited extensive erectile dysfunction and sexual stimulation throughout phase 3. The majority of test subjects exhibited emesis or syncope when presented with a prostitute. Not one subject expressed any sexual arousal during phase 3.

THE TEMPEST

MIRANDA

You have often
Begun to tell me what I am, but stopp'd
And left me to a bootless inquisition,
Concluding 'Stay: not yet.'

PROSPERO

The hour's now come;
The very minute bids thee ope thine ear;
Obey and be attentive. Canst thou remember
A time before we came unto this cell?
I do not think thou canst, for then thou wast not
Out three years old.

MIRANDA

Certainly, sir, I can.

PROSPERO

By what? by any other house or person?
Of any thing the image tell me that
Hath kept with thy remembrance.

MIRANDA

'Tis far off
And rather like a dream than an assurance
That my remembrance warrants. Had I not
Four or five women once that tended me?

PROSPERO

Thou hadst, and more, Miranda. But how is it
That this lives in thy mind? What seest thou else
In the dark backward and abysm of time?
If thou remember'st aught ere thou camest here,
How thou camest here thou mayst.

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

Rockstar London

DEPT

EMPLOYEE

Producer	Mark Washbrook
Lead Programmer	Thomas Bussen
Programmers	Richard Frankish, Matt Godbolt, Lewis Gordon, Andrew Greensmith, Nik Hemmings, Brian Hendriks, George Karvelishvili, Chris Kruger, Stuart Roskell, Matt Shepcar
Additional Programming	Mark Atkinson, Benjamin Hathaway, Andreas Varga
Lead Artist	Ligh Malpas
Artists	Luis Antonio, Tze Lim, Julia Wren
Technical Artist	Mark Harrison - Ball
Additional Art	Mike Green
Lead Animation	Mark Tennant
Animation	CJ Markham
Lead Designer	Charlie Brewster
Designers	Steve Bristolow, Giles Hitchcock, Josh Needleman, Tom Rigby, Gavin Skinner
Additional Design	Kirk Boornazian, Alita Malarik, Peter Saghegyi
Audio	Lewis Griffin, Tobias Kraze, Chris Thorne, Allan Walker
IT	Paul Devonshire, Alan Jack
Admin Team	Melanie Clark, Fiona Mitchell, Paul Nicholls

Rockstar Toronto

Studio President	Kevin Hoare
Creative Director	Greg Bick
Producer	Rob Nelson
Lead Programmers	Oscar Valer, Frank Kozuh
Programmers	Alan Van Anden, Frank Chen, Geoff Herbymchuk, Karim Hemraj, Grant Kim, Andy Kwiakowski, Terry Librenta, Matthew Puthiampadavit, Nick Snell, Steven Orr
Designers	Dan Van Zant, Jonathan Hodge
Lead Gameplay Scripter	Matt West
Gameplay Scripters	Reginald Woods, David Yang
Lead Artists	Chris Babic, Kevin Freitas, Paul MacPherson
Artists	Pete Armstrong, Denny Borges, Denis Cawson, Raymond Dela Cruz, Daniel Ebanks, Matt Kazan, Yun Kyung Suh, Luke Shelswell
Lead Animator	Abraham Ahmed
Animators	Rob Elsworth, John Kim, David Sagui
Audio Design	Steve 'Knuckles' Domohoe
QA Manager	Arthur Chiang

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Esr. 1932

DEPT

EMPLOYEE

91	Chris Conway
Production Assistant	Norm 'Tubbs' Brown
Additional Help	Damian Ebanks, Kelly Grimes, John MacPherson, Michael Thomas Zoccato
Support	Matthew Flewelling, Mark Halata, Lisa Olsen
Rockstar North	
Producer	Leslie Benzies
Associate Producer	William Mills
Designer	Christian Cantamessa
Character concept	Alan Davidson
Animators	Gus Braid, Mike Jones
Music by	Craig Conner
Cast List	
Daniel Lamb	Ptolemy Slocum
Leo Kasper	Holker Graham
Dr. Whyte	Linda Orth Pallavimom
Dr. Pickman	Richmond Hoxie
Judy Sender	Jordan Ruderman
Michael Grant	Baron Vaughn
Mrs Lamb	Charissa Chamorro
The Asylum Staff	Bill Hill, Pablo Schreiber, Cornell Womack
The Watchdogs	Brennan Brown, Michael Cullen, Richard Easton, John Heffernan, Ted Koch, Matt Walton
The Perus	Marco Barricelli, Ezra Knight, Dennis Ostremajer, Jay O. Sanders, Otto Sanchez, Scott Sowers
The Red Kings	James Biberi, Karl Bury
The Project Militia	Jordan Bridges, Kevin Carrigan, Kevin Merrill Wilson, Matt McCarthy, Zak Orth, Ed Trucco
The Bloodhounds	Jeremy Davidson, EJ Ganser, Erik Jensen, T. Ryder Smith, James Urbaniak, Tom Wopat
The Legion	Geoffrey Arend, Brian Avers, Danny Burstein, Jeffrey Hawkins, Charles Parnell, Reg Rogers
Form Adon	Luis 'Stallion' Antonio
Lawns of the Project	Dan Ahearn, Mike Arkin, Jim Burke, Victoria Broderick, Jay Capozello, Barry Carl, Franceska Clemens, Chris Cook, Devin Flores, Jeff Gurner, Walter Houser, Gregory Johnson, Duke Jordan - Edge, Ilyana Kadushin, Charles Loflin, Anthony Macbain, Anthony Mangano

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT	EMPLOYEE
Pawns of the Project	Andrew McGinn, Rob Nelson, Caleb Oglesby, Vince Parker, Kerry Shaw, Steve Stratton, Thoebe Strole, John Torrey, Dan Van Zant, Oliver Vaquer, Robert Verlaque, Natalya Wilson, Michael Zuccano, John Zurhellen
Motion Capture Talent	Larry Ballard, Kurt Bauccio, Charissa Chamorro, Devin Flores, Holten Graham, Lynne Horton, Laura Interval, Nicole Orth Pallavioni, Thoebe Strole, Ptolemy Stocum, Robert Stanton, Andrew Wheeler
Stunt Coordination	Manny Siverio
Stunt Performers	Shracy Diaz, Chazz Menendez, Declan Mutyey, Derrick Simmons, Jeff Ward
Facial Tracking and Animation	--- Image Metrics PLC
Weaponry	Weapons Specialists, Ltd.
Costing	Donna Desola Casting, Telsey + Company
Motion Capture Studio	Perspective Studios
Motion Capture Director	Morgan J. Freeman
Voiceover Directors	Rod Edge, William Devizia, Morgan J. Freeman, Lazlow
Lead Cutscene Animator	- Mondo Ghulam
Cutscene Animators	Dermot Bailie, Felipe Busquets, Peter Saumun
Supervising sound editor	Nicholas Montgomery
Written by	Charlie Brewsher, Christian Cantamessa, John Zurhellen
Rockstar Lincoln	
Manager	Mark Lloyd
Deputy Manager	Tim Bates
Lead Testers	Phil Alexander, Kit Brown, Jon Ealam
Secondary Leads	Mike Emery, Dan Goddard, Will Riggott
Test Team	Steve Bell, Mike Bennett, Mike Blackburn, Pete Broughton, Nathan Buchanan, Jim Cree, Phil Deane, Rob Dunkin, Dave Fahy, Eddie Gibson, Tom Giltus, Matt Hewitt, Lee Johnson, Dave Lawrence, Joby Luckett, Matt Lunnam, Andre Mountain, Andy Mason, Steve McGagh, Craig Reeve, Sergio Russo, Jonathan Stones, Jason Trindall, Andy Webster, Carl Young
Localization of Supervisor	--- Chris Welsh
Localization Test Team	Chris Bengner, Carola Berens, Domhnall Campbell, Luca Castigliomi, Paolo Ceccoli, Gianpiero Ferraro, Francois - Xavier Fouchet, Dominic Garcia, Michele Krübel, Naomi Long, Gabriel Bienzobas Mauraza, Katja Muller, Dennis Reimmüller, Jesus Perez Rosales, Breogan Zazpe Tejedor, Tomas - David Sallares

CLINICAL RECORD CARD

DIXMOR HOSPITAL

FOR THE CRIMINALLY INSANE

Est. 1932

DEPT

Rockstar NYC

EMPLOYEE

Executive Producer	Sam Houser
VP of Creative	Dan Houser
Art Director	Alex Horton
Visualization Director	Steven Olds
VP of Product Development	- Jeronimo Barrera
Producers	Neil McCaffrey, Josh Needleman
VP of Quality Assurance	Jeff Rosa
Senior Lead Analyst	Lance Williams
Project Lead	Chris Choi, James Dima
Rockstar Test Team	Brian Atazar, Jay Capozello, Tamara Carrion, Sean Flaherty, Michael Flizach, Mike Hong, Rich Huie, Chris Mansfield, Mike Nathan, Gene Overton, Brian Planer, Christopher Plummer, Marc Rodriguez, William Rompf, Devin Smither, Adam Tetzloff, Jameel Vega
Technical Manager	Ethan Abeles
Business Development Director	- Sean Macaluso
Additional Motion Graphics	-- Maryam Parwana
Additional Cover Art Assistance	-- Brandon Schulman, Brian Spears
Production Team	Peter Adler, Anthony Carvalho, Jaesun Celbre, Franceska Clemens, Rod Edge, Gregory Johnson, Rob Karol, Lazlow, Anthony Litton, Caleb Oglesby, Kerry Shaw, Ayana Osada, Marisa Palumbo, Vincent Parker, Phil Poli, Sanford Santacroce, Eli Weissman, Jon Young, John Zurhellen
----- Rockstar Publishing Team -----	
Graham Ainsley, Laura Battistuzzi, Devin Bennett, Hamish Brown, Stephen Bliss, Andrea Borzuku, Mike Cala, Jordan Chew, Alice Chuang, Gary Dale, Bruce Dugan, Daniel Einzig, Christopher Fiumano, Nick Giovannelli, Robert Gross, Rowan Hajas, Andi Hanley, Sean Hollenbach, Shino Hori, Kath Horton, Gauri Khindaria, Lucien King, Mayumi Kobayashi, Maïke Kohler, Jennifer Kolbe, Steven Knezevich, Greg Lau, Anthony Macbain, Sean Mackenzie, Chris Madgwick, David Mantley, Jeff Mayer, Hugh Michaels, Josh Minman, Jurgen Mol, JP Moncada, Alex Mouille-Bertheaux, Brian Noto, Ivan Pavlovich, Jared Raia, Jesse Saland, David Santana, Stanton Sarjeant, Pete Shima, Hosi Simon, Job Stauffer, Neil Stephen, Nathan Stewart, Ben Sutcliffe, Daisuke Taoka, Tuukka Taipalvsi, Adam Tedman, Lyonel Tollemache, Mike Torok, Nick Van Amburg, Nijiko Walker, Rodney Walker, Bryan Wall, Devin Winterbottom, Heloise Williams, Angus Wong, Bill Woods, Marlène Yamaguchi, Paul Yeates	
Special Thanks	-- The Fredster, Narns, Alan, The Ruks, Red, Big Foot,

Rita Liberator, Elliot Torres
CLINICAL RECORD CARD

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